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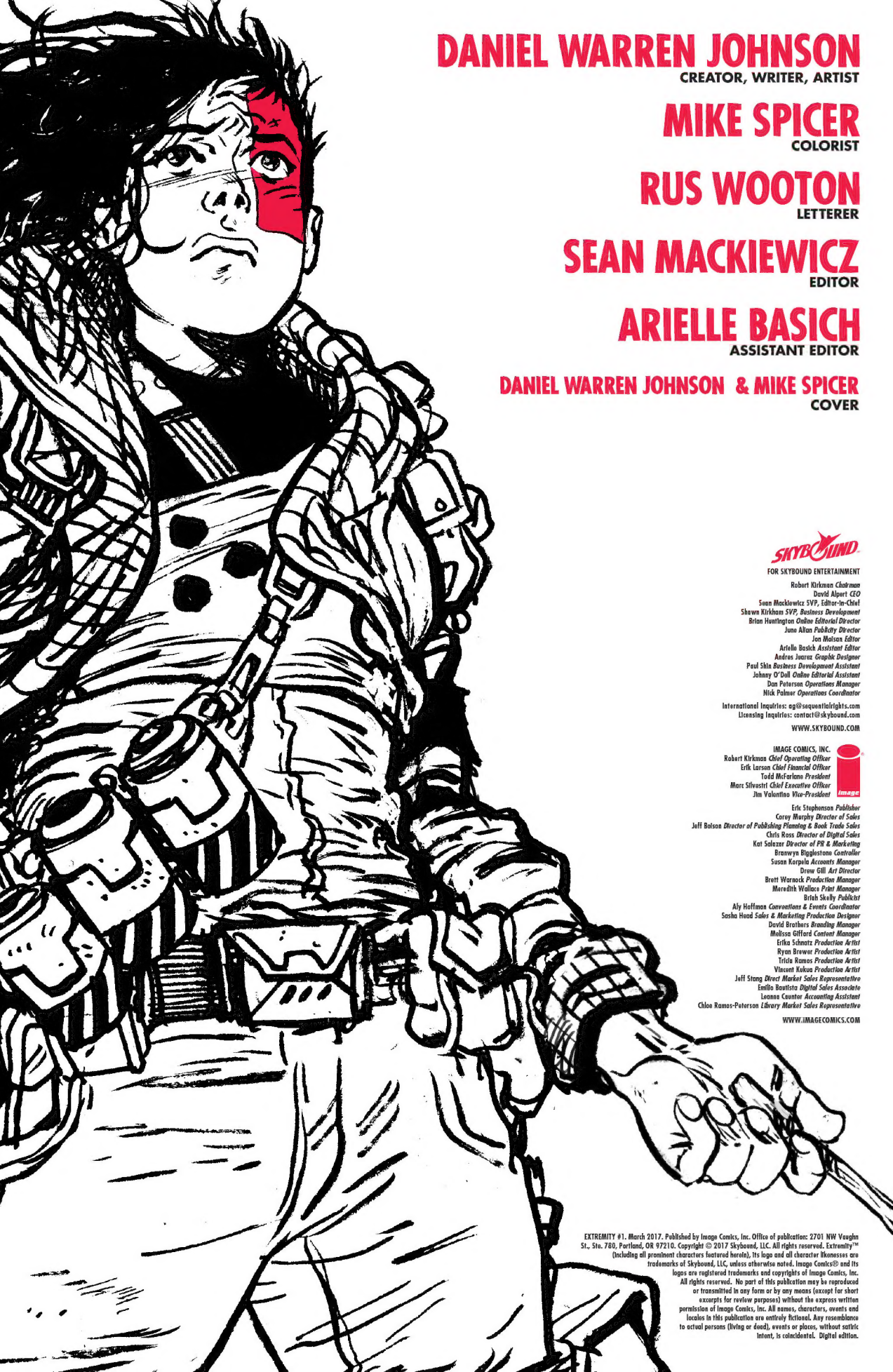

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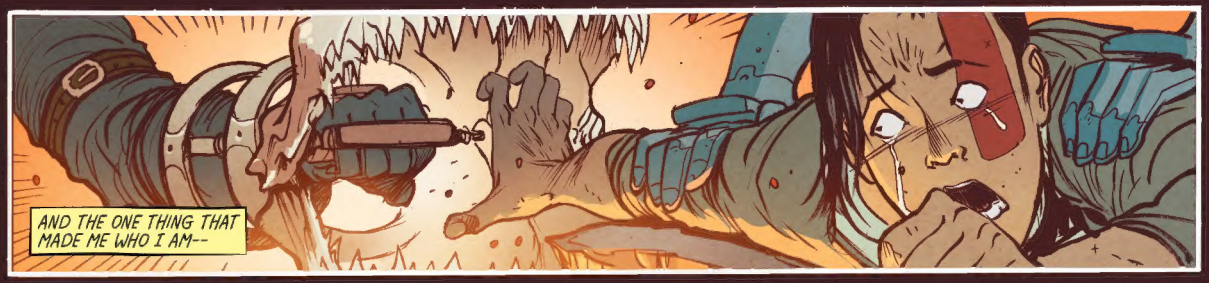
I AM NOT GOOD AT MANY THINGS.
BUT A LONG TIME AGO, I WAS MY CLAN'S GREATEST ARTIST. ALL THE FLOATING PLAINS KNEW OF MY SKILL.
PAGES UPON PAGES WOULD SCATTER THE FLOOR OF MY HOME. IT WAS ALL I DID.
IT DEFINED ME.
UNTIL THE DAY WE WERE ATTACKED.

WHEN MY HOME WAS TAKEN FROM ME.

BY THE PAZNINA.

THEY KILLED MY MOTHER.


AND THE ONE THING THAT MADE ME WHO I AM--

WAS CUT AWAY.

I THINK OF IT EVERY DAY.
GRIP!
SKRTCH SKRTCH
SISTER?

OH. ROLLO.
THEA, ARE YOU *DRAWING* AGAIN?

ONLY SOMETIMES. GIVES ME SOMETHING TO DO.
I HAVEN'T SEEN YOU DO THAT IN A LONG TIME. IT LOOKS GOOD.

NOT AS GOOD AS IT USED TO BE.

GETTING SOME GOOD READING IN BEFORE THE BATTLE?

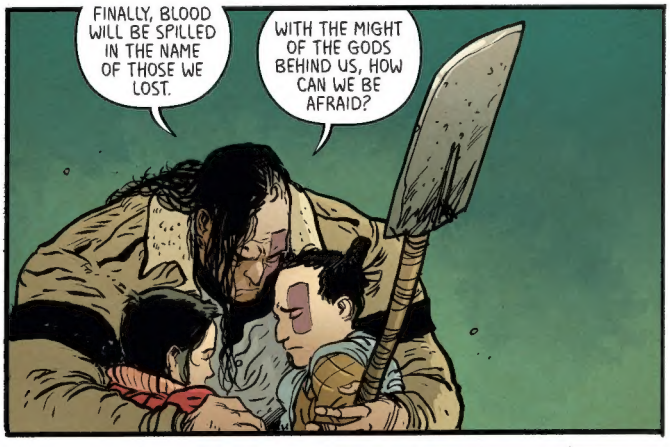
AH, I FOUND THIS ONE ON THE LAST ISLAND WE GOT WATER ON.
I STILL CAN'T DECIPHER THE SYMBOLS, THOUGH. I'VE BEEN WORKING ON IT A WHI--

ROLLO! THEA!
PUT THE BOOKS AWAY.

IT'S TIME. GATHER YOUR WEAPONS.

IF THE SEARCHLIGHTS ARE ON, WE'LL BE BLOWN OUT OF THE SKY.
I KNOW. I'VE BEEN TRAINING.
THAT YOU HAVE, MY DEAR.
FATHER... AM I READY?

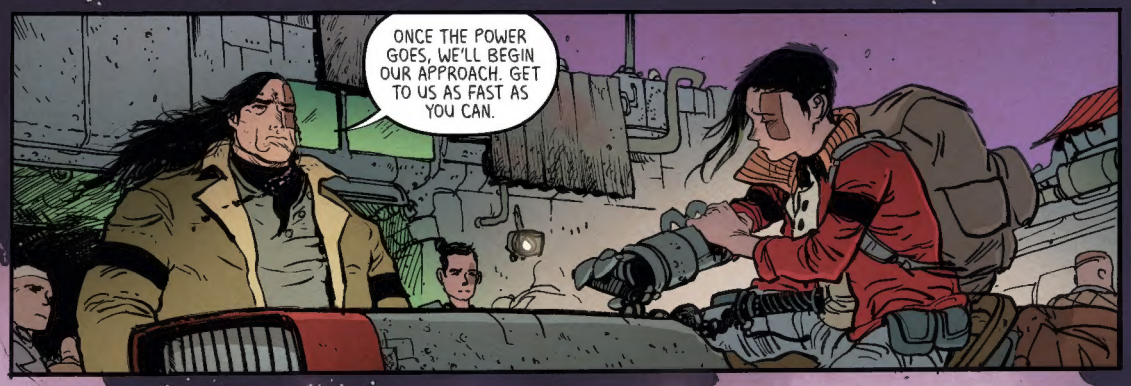
COME HERE.


FINALLY, BLOOD WILL BE SPILLED IN THE NAME OF THOSE WE LOST.
WITH THE MIGHT OF THE GODS BEHIND US, HOW CAN WE BE AFRAID?

JEROME. THE GARRISON IS IN SIGHT.

GOOD. LET'S GO.

I ADDED MORE DAMPENERS, SO YOU SHOULD FLY WITH ALMOST NO NOISE.
THANK YOU, ROLLO.

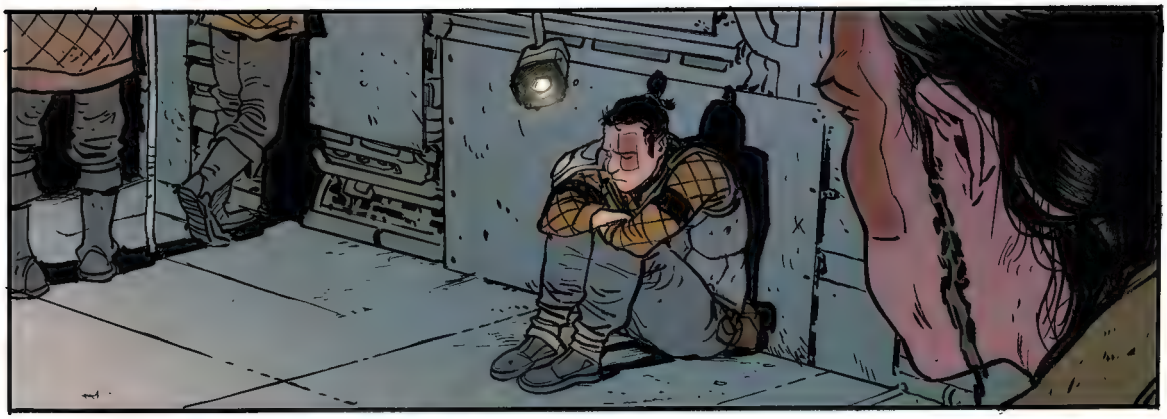

ONCE THE POWER GOES, WE'LL BEGIN OUR APPROACH. GET TO US AS FAST AS YOU CAN.

THEIR MEMORIES ARE WITH YOU, MY DAUGHTER.

I CARRY THEM DEEP.
I WON'T FAIL YOU, ABBA.

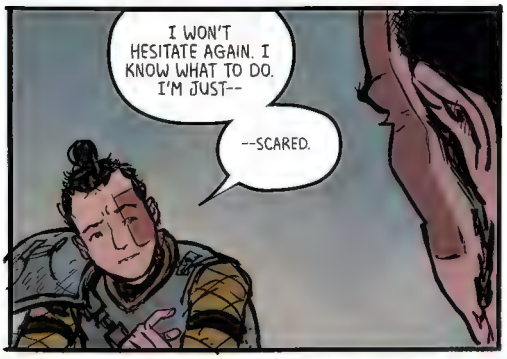
I KNOW.

SHE'S GOING TO BE FINE, ABBA JEROME.
HER MOTHER WOULD BE PROUD.
ARE *YOU* READY?
HONESTLY? NO. BUT...
MNCH MNCH
...*THEY* ARE.
ABBA.
ABBA.
ABBA.
ABBA.
ABBA.
ABBA.
ABBA.
ABBA.



GET UP.

YOU ARE THE FUTURE ABBA, AND YOU WILL ACT *ACCORDINGLY.* NO WEAKNESS.
NOT LIKE LAST TIME.


I WON'T HESITATE AGAIN. I KNOW WHAT TO DO. I'M JUST--
--SCARED.

AS AM I. BUT WHEN THE TIME COMES, *THINK.* AND *REMEMBER.*
THANK YOU, SOLDIER.

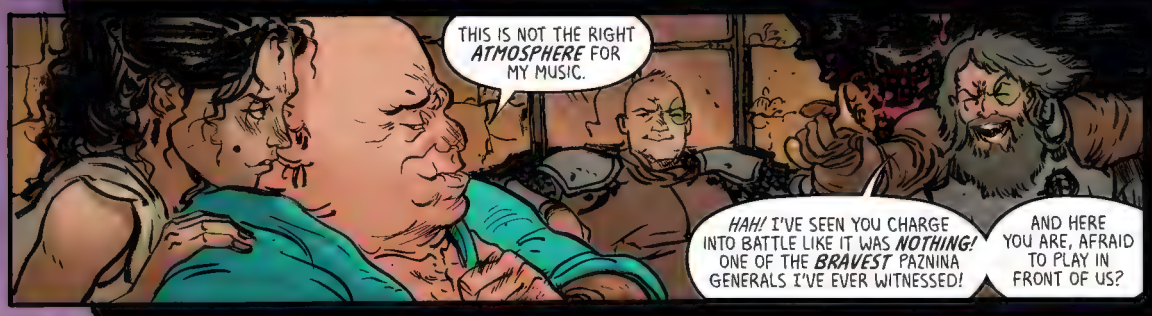
WHAT THEY DID TO YOUR *SISTER.*

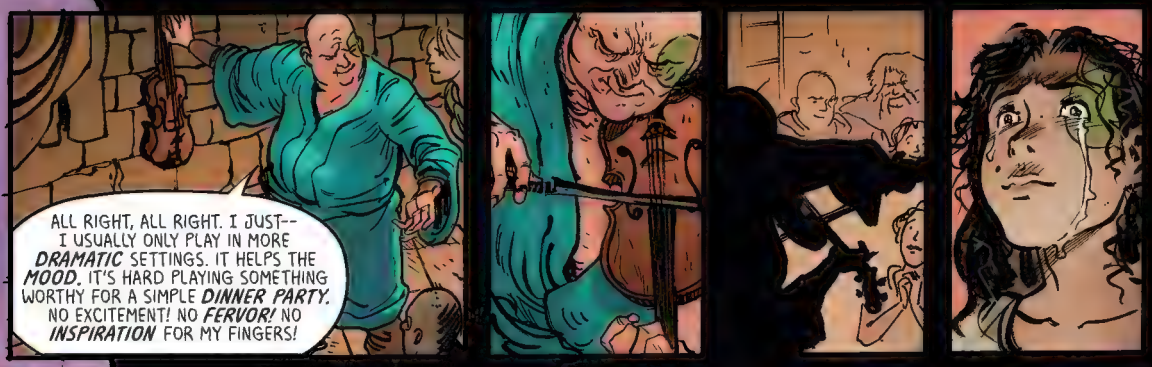
WHAT THEY DID TO YOUR *MOTHER.*
SHUNK

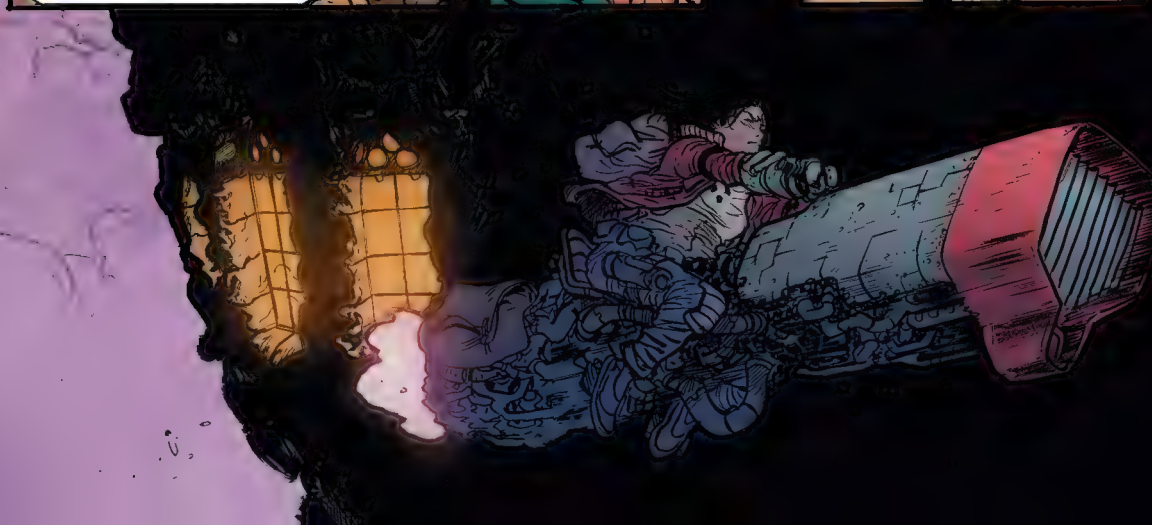
TO *ME.*

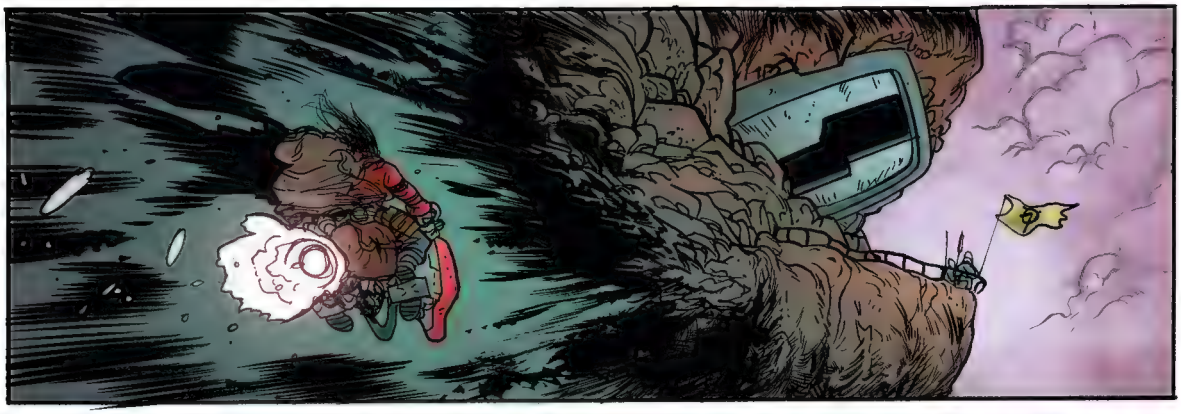
REMEMBER WHY YOU *FIGHT.*

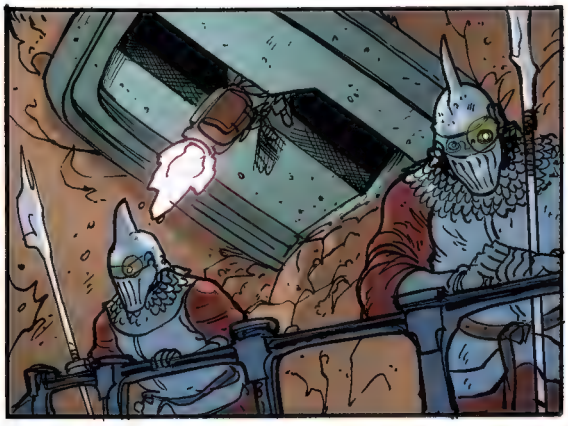
COME, COME! LET'S HAVE SOME MUSIC! ASMUND, PLAY FOR US! *PLAY* FOR US!
YES, YES!
I'VE ALWAYS WANTED TO HEAR YOU PLAY.
MY DEAR GUESTS, PLEASE--

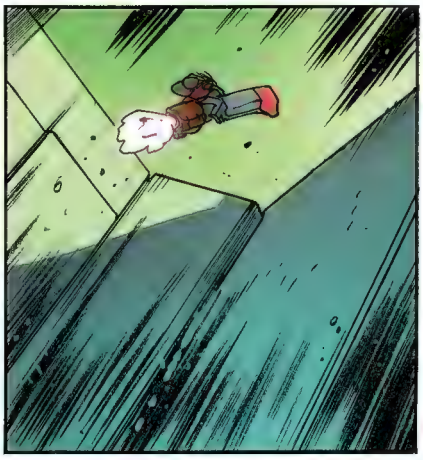

THIS IS NOT THE RIGHT *ATMOSPHERE* FOR MY MUSIC.
HAH! I'VE SEEN YOU CHARGE INTO BATTLE LIKE IT WAS *NOTHING!* ONE OF THE *BRAVEST* PAZNINA GENERALS I'VE EVER WITNESSED!
AND HERE YOU ARE, AFRAID TO PLAY IN FRONT OF US?


ALL RIGHT, ALL RIGHT. I JUST-- I USUALLY ONLY PLAY IN MORE *DRAMATIC* SETTINGS. IT HELPS THE *MOOD.* IT'S HARD PLAYING SOMETHING WORTHY FOR A SIMPLE *DINNER PARTY.* NO EXCITEMENT! NO *FERVOR!* NO *INSPIRATION* FOR MY FINGERS!

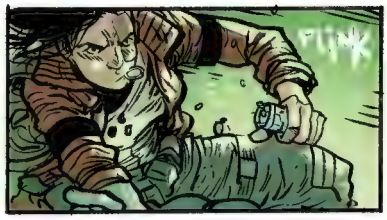




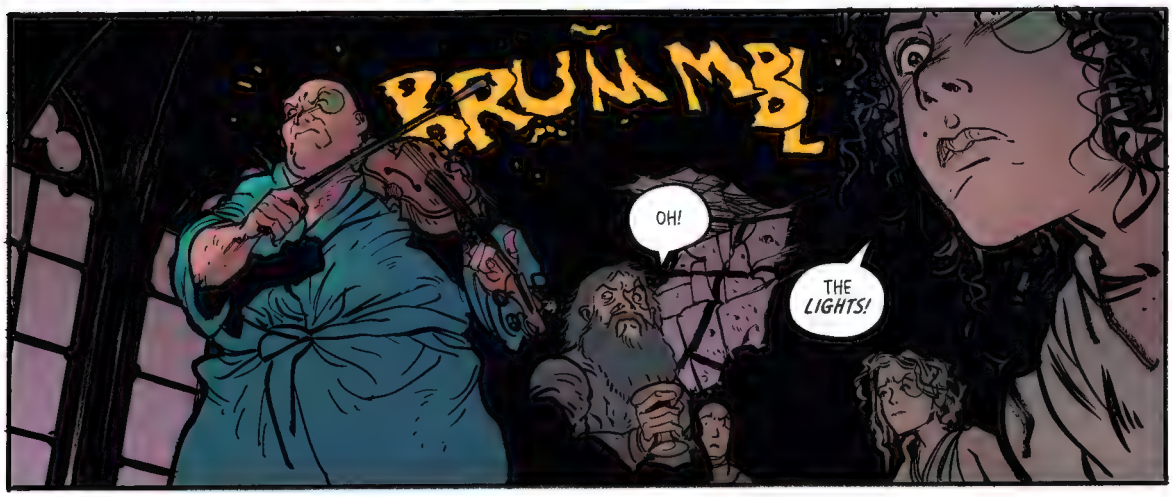




VRM
VRM
VRM


PLINK

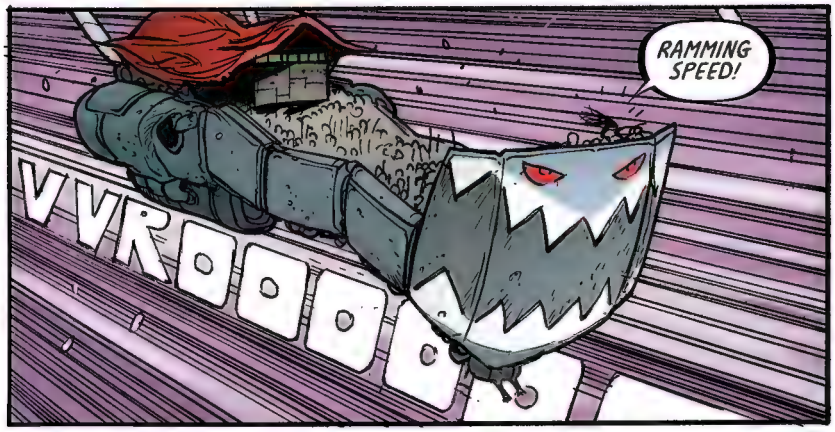
KOW!


BRUMMBL
OH!
THE LIGHTS!

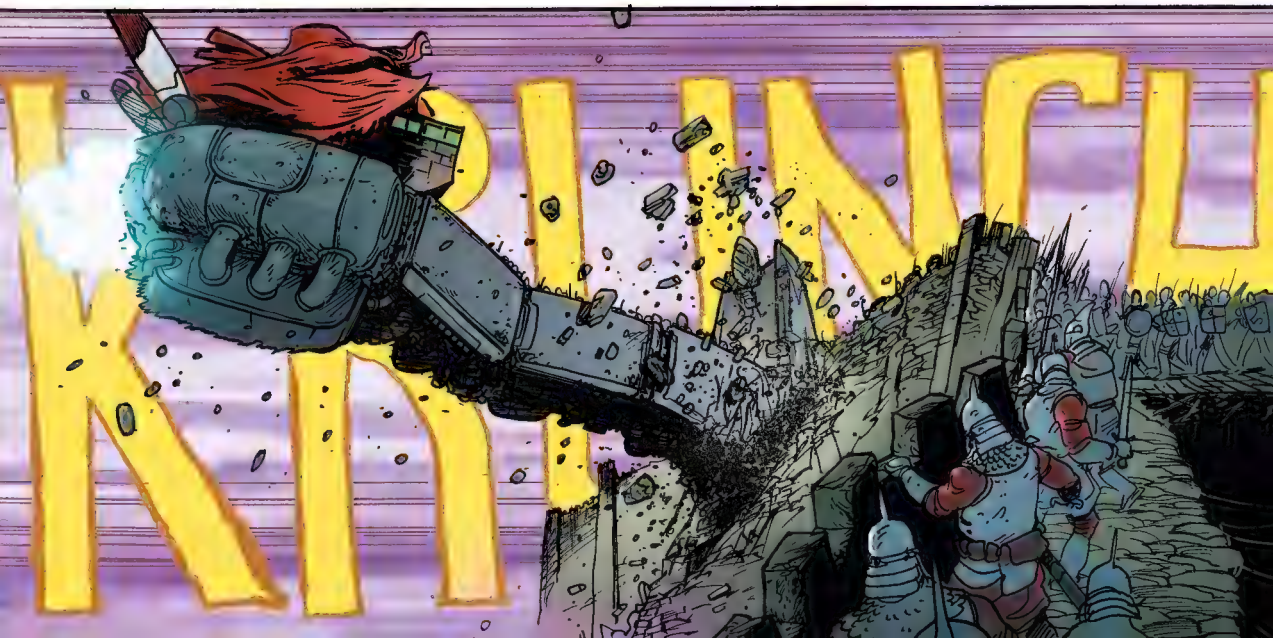
SIR! THE SEARCHLIGHTS ARE DOWN!
WE CAN'T SEE A THING!
GET THOSE SPEARHEADS UP HERE! MOVE THE CANNONS 180 DEGREES!

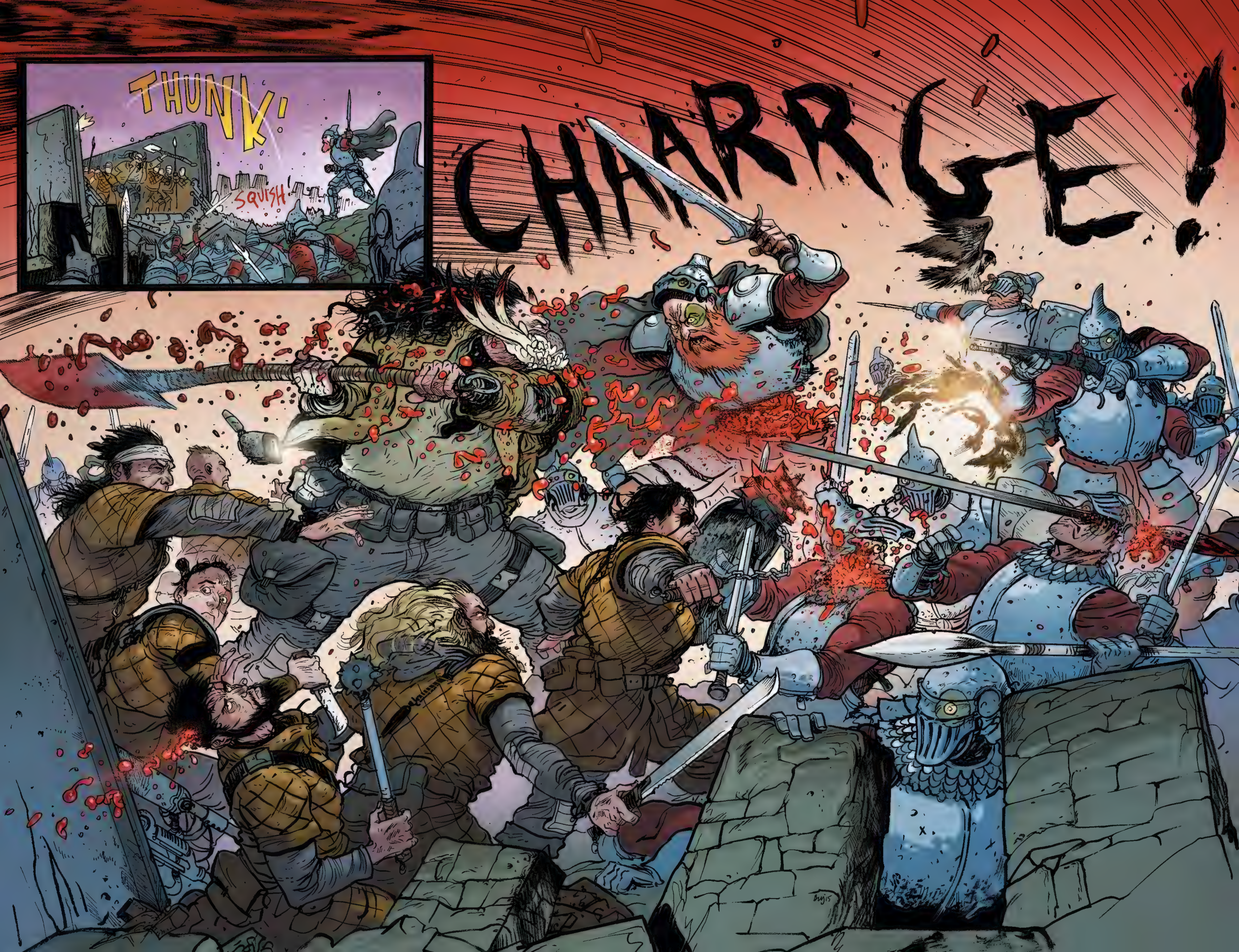
GO, GO, GO--
GENERAL-- LOOK!

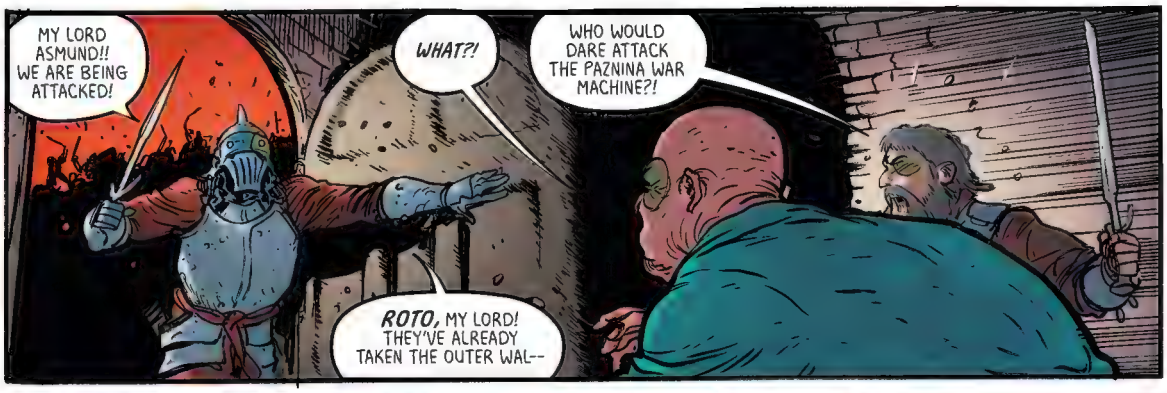
WHAT--?


RAMMING SPEED!
VVROOOO

BRACE FOR IMPACT!

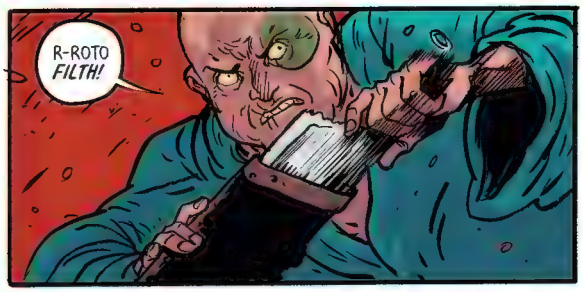


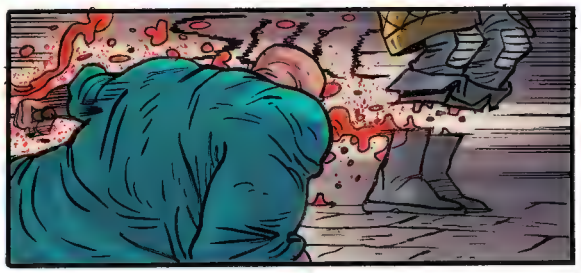

THUNK!
SQUISH!
CHARRGE!

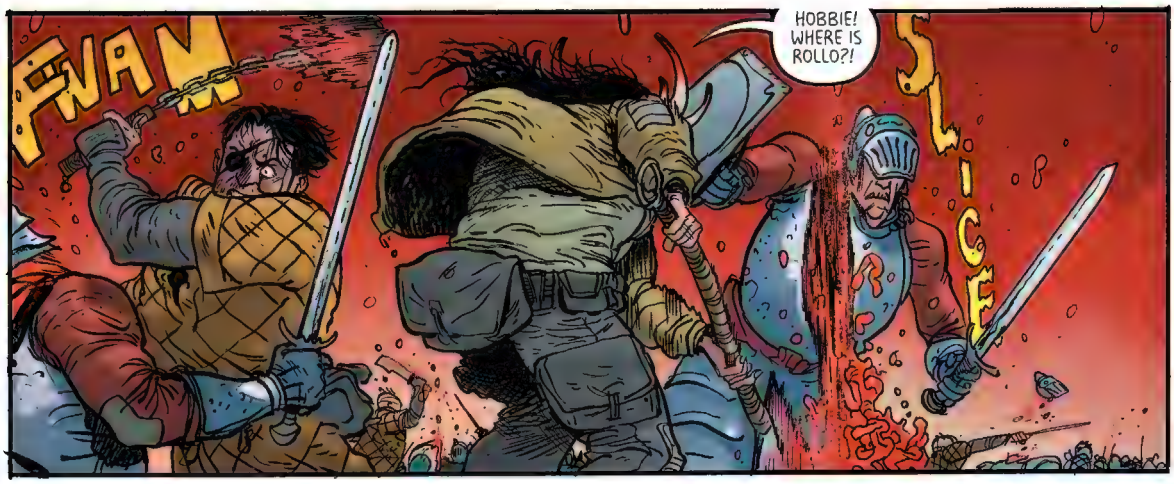

MY LORD ASMUND!! WE ARE BEING ATTACKED!
WHAT?!
WHO WOULD DARE ATTACK THE PAZNINA WAR MACHINE?!
ROTO, MY LORD! THEY'VE ALREADY TAKEN THE OUTER WAL--

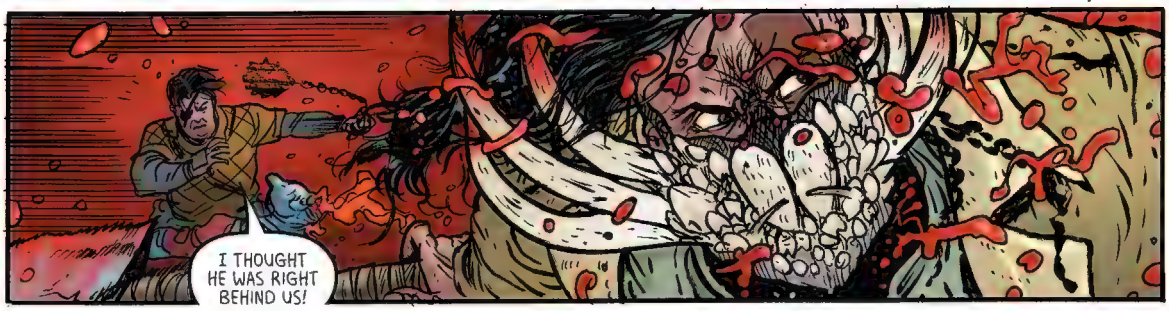
THUNK

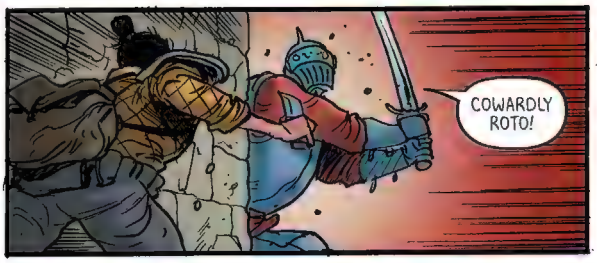
SHING!

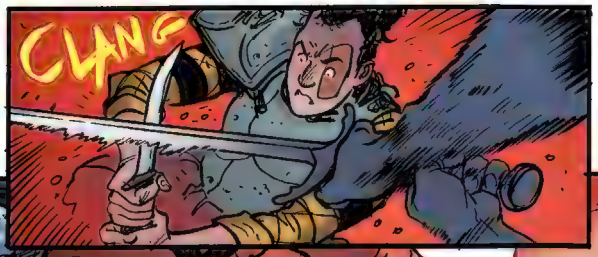

R-ROTO FILTH!



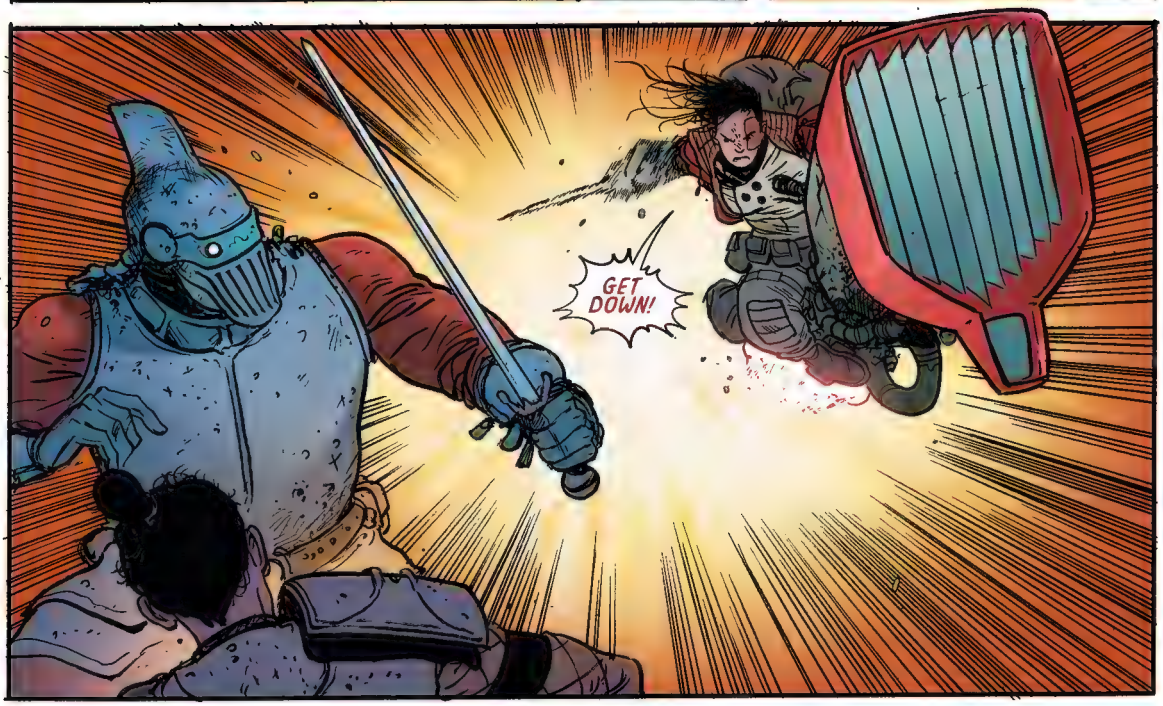

FWAM
HOBBIE! WHERE IS ROLLO?!
SLICE


I THOUGHT HE WAS RIGHT BEHIND US!


COWARDLY ROTO!


CLANG

WASTE OF HUMAN FLESH! SHOULD HAVE KILLED YOU ALL WHEN WE HAD THE CHANCE.



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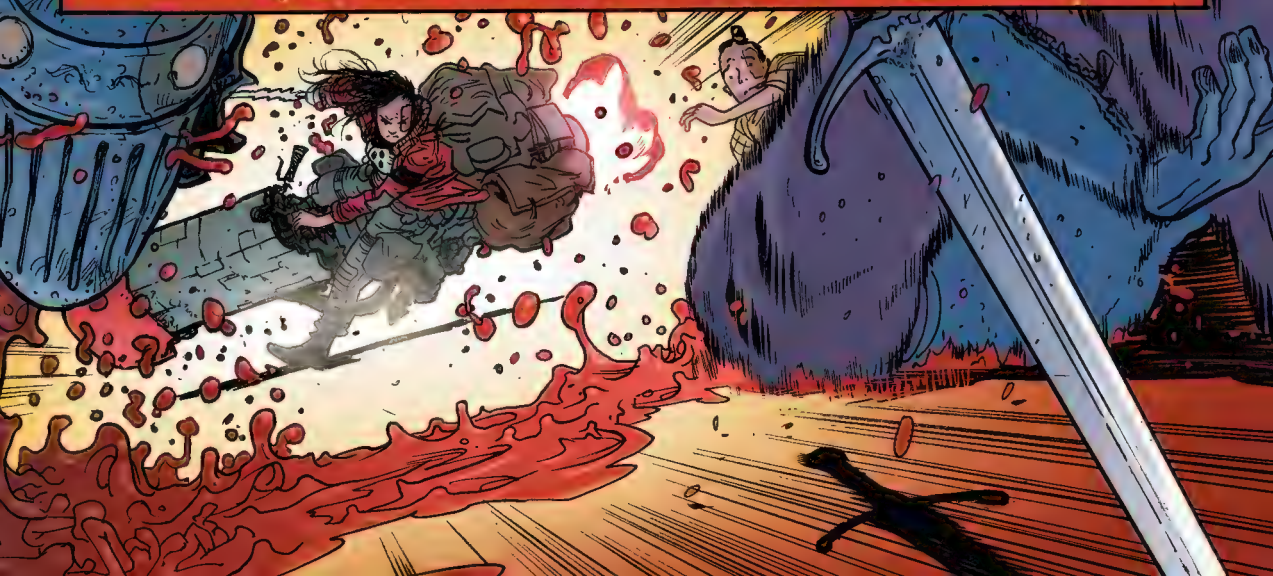
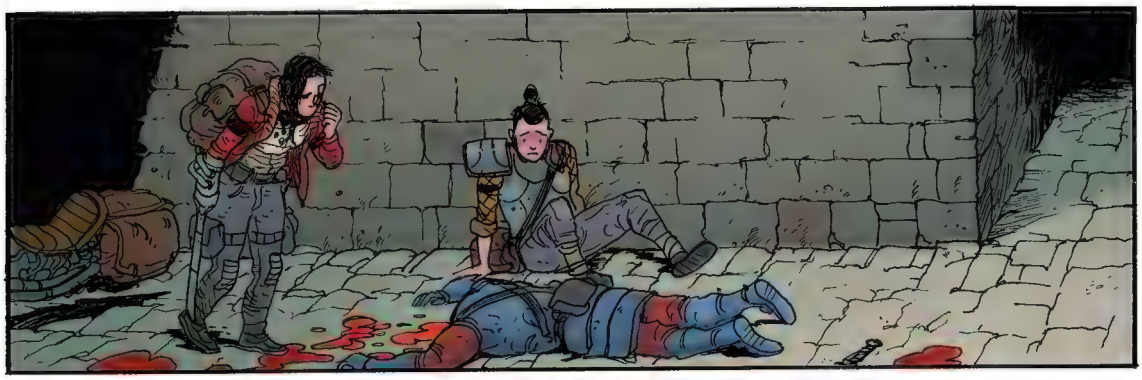
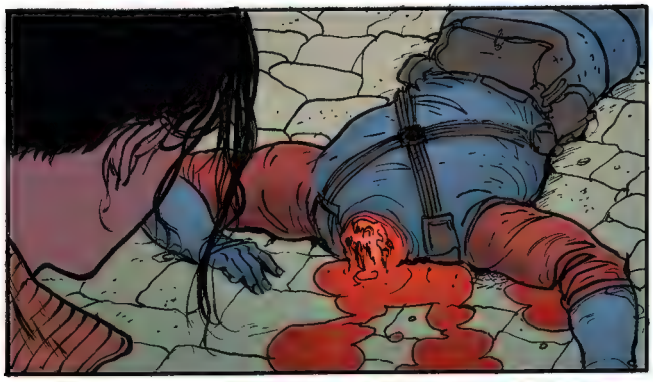
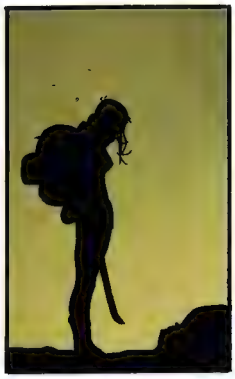
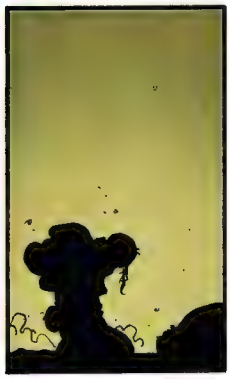










THEA-- ARE YOU ALL RI--
HURGH.

I'M FINE.

VICTORY!
HURRAH
LET'S FINISH THIS.

HEY!
ASMUND.
YOU DIDN'T THINK IT WAS GOING TO BE *THAT* EASY, DID YOU?
NO-- NO!
FWOK

"DAD, *PLEASE.*"

I DON'T THINK I CA--

SLAP!

REMEMBER WHAT WE SPOKE OF, ROLLO. DON'T MAKE ME SAY IT AGAIN.

COME ON NOW. OPEN UP.

YAAAA

YOU ARE THE FUTURE LEADER!

POP!

IT WILL ONE DAY BE ***YOUR*** RESPONSIBILITY TO LEAD THESE MEN INTO BATTLE! PART OF THAT IS YOUR ***RENOWN.***

YOUR ***REPUTATION.***

THE STORIES THAT MAKE YOUR ENEMIES ***SHAKE*** WHEN THEY HEAR YOUR NAME.

PUSH!

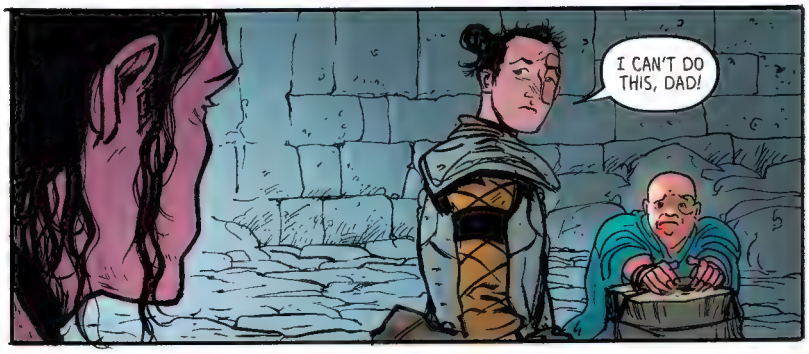
WHAT BETTER WAY TO START THAN TO TAKE THE HANDS FROM A MAN WHO TOOK A HAND FROM YOUR SISTER? OR DID YOU ***FORGET*** WHAT THEY ***DID*** TO HER?

NO. OF COURSE NOT.

WAIT-- NO--

NO! PLEASE! NOT MY HANDS-- OH, GOD!

NO...
DROP


I CAN'T DO THIS, DAD!

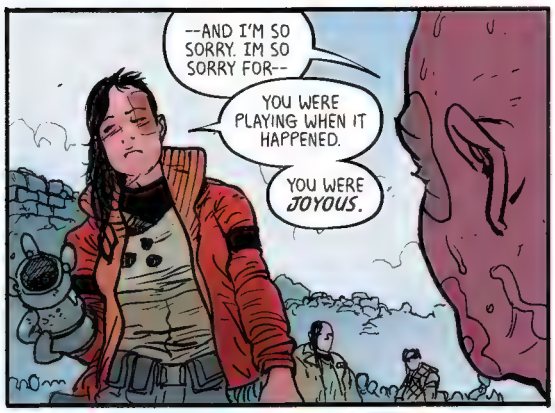
PLEASE!

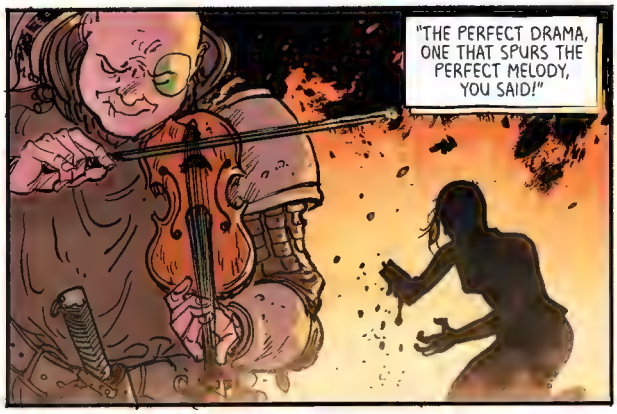
DON'T MAKE ME DO THIS
SLUMP

IT'S ALL RIGHT, ROLLO.

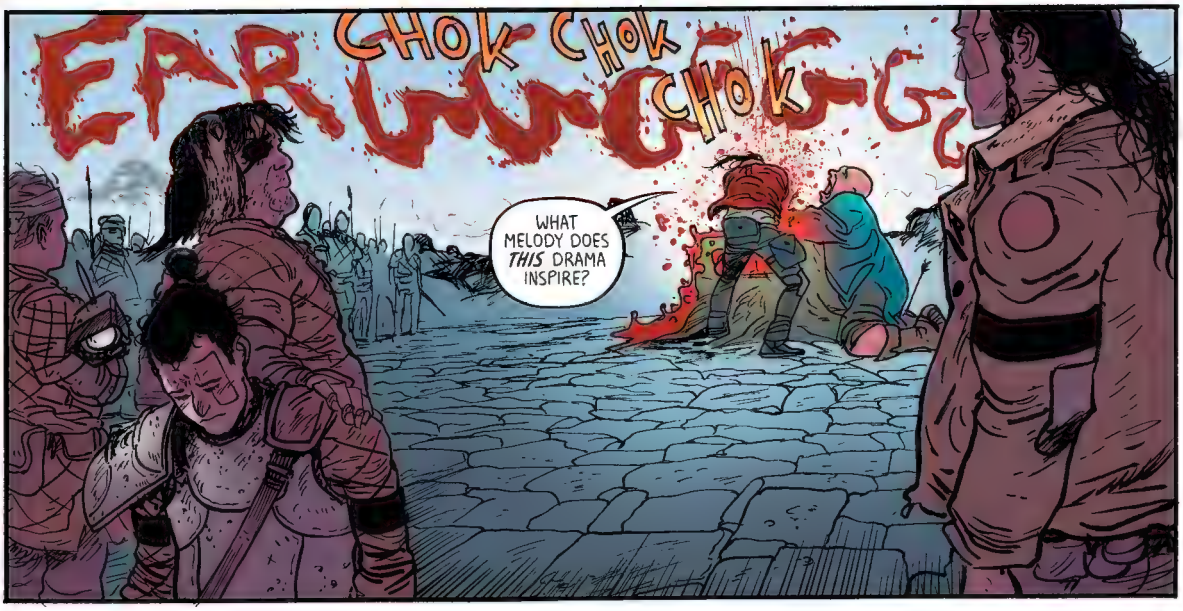
LET ME.

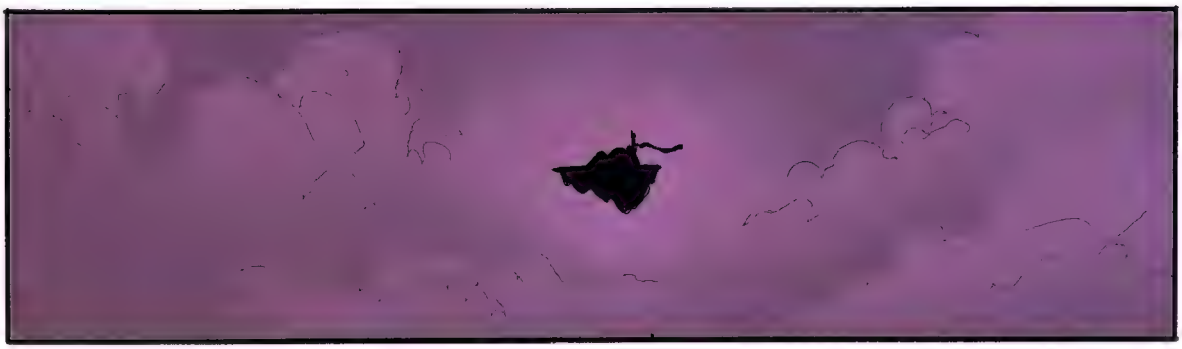
DO YOU REMEMBER ME?
YES, *YES*, I REMEMBER YOU, PRINCESS THEA! A LOVELY NAME! A LOVELY WOMAN, ALL GROWN UP NOW! AND--


--AND I'M SO SORRY. IM SO SORRY FOR--
YOU WERE PLAYING WHEN IT HAPPENED.
YOU WERE *JOYOUS*.


"THE PERFECT DRAMA, ONE THAT SPURS THE PERFECT MELODY, YOU SAID!"

TELL ME, ASMUND...
NO-- PLEASE--
SUUK

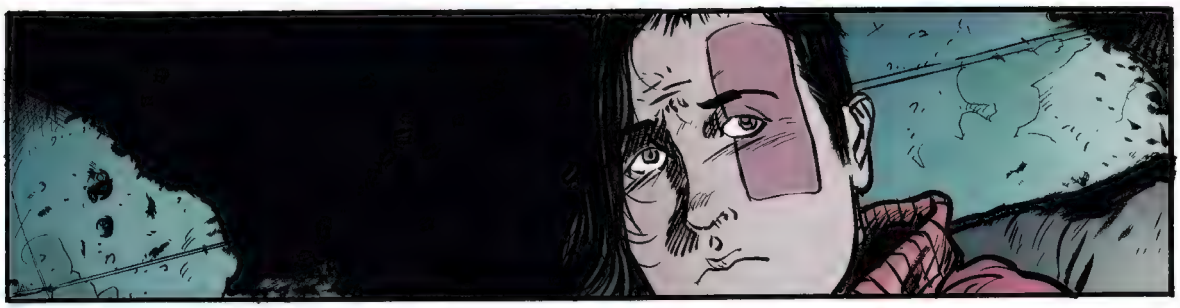

CHOK CHOK CHOK
WHAT MELODY DOES *THIS* DRAMA INSPIRE?



THEA...

HOW DID IT FEEL, CUTTING OFF HIS HANDS?
DO YOU FEEL-- BETTER?

WE'RE COMING FOR THE REST OF



THIS WAS NOT A STORY THAT CAME EASY.

Before EXTREMITY, the comics I created came to me in their entirety. The only thing that I had to do to make them was to follow the path my brain had already mapped out. Not so with this story. Every piece of this comic was painstakingly laid down over the course of three and a half years, bit by bit, until I had something that I was finally proud of. In the middle of this process, I wondered if this meant the project wasn't worth doing, that I was building on a house of sand. Thankfully my wife talked me out of (many) moments of fear, encouraging me in the fact that just because a story is difficult to tell doesn't mean it's not worth telling.

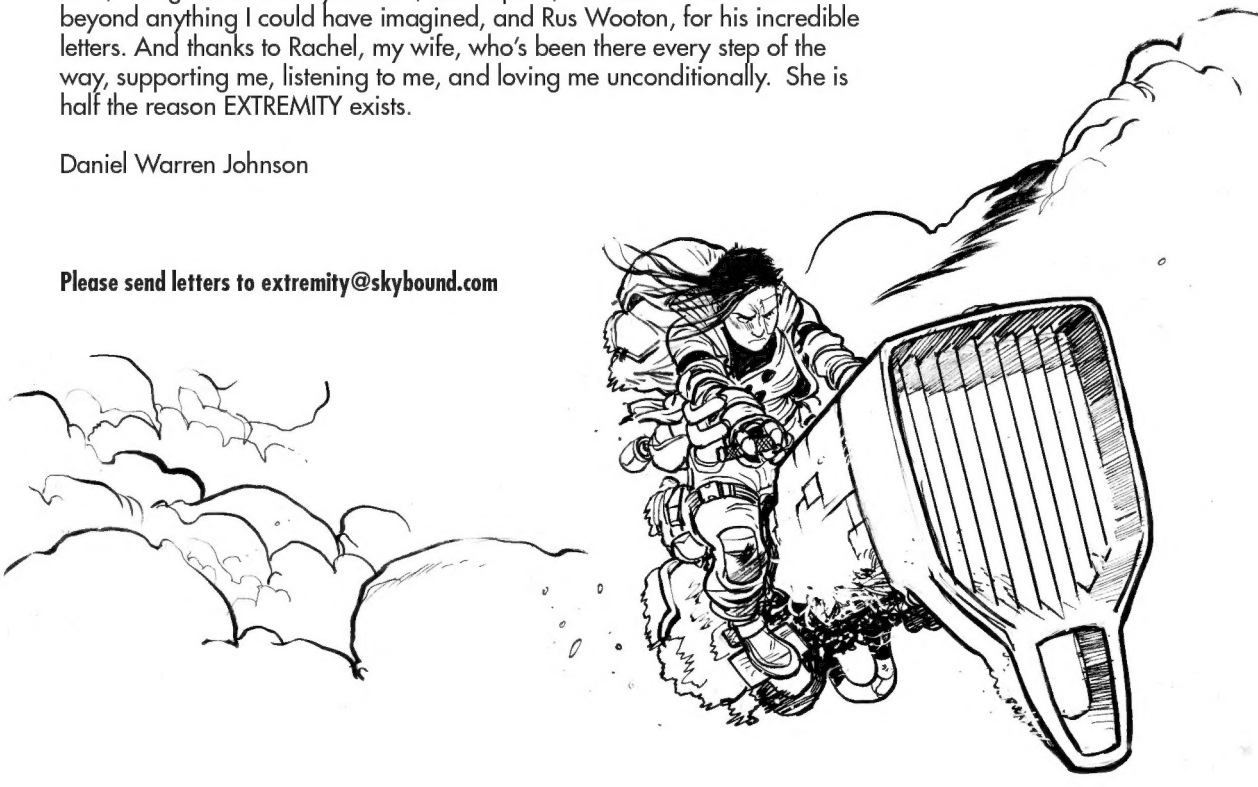
While working on my previous comic, *Space-Mullet*, I relished the fact that I could always hide behind the title. Even if dark things happened, I could always pull back the curtain and pretend I wasn't taking it seriously. This is my first project where I openly reveal my own raw emotions and fears. For better or for worse, I wasn't able to start telling this story well until I made the main character go through my worst nightmare: losing my right hand. My identity as an artist and creator rests very heavily in that singular extremity. If it's taken away, what is left of me? What is left of Thea? This springboarded very naturally into a revenge story, with a person looking in all the wrong places for the thing that will make them whole again.

I could lie to you and tell you I tried to mask this emotional intensity with monsters and swords and violence, but in reality, that's just window dressing, a way to tell my story in an interesting and captivating way, while delivering something more meaningful. Of course, I love writing and drawing sci-fi tech and action scenes, but it all feels dead if there's no spark behind it. And whether you like this book or not, I do believe it has that spark. Thea speaks to me as I'm writing her, and in some way, her courage gives me strength in my own life. I hope she does the same for you.

I want to thank my amazing editors, Sean and Arielle, for helping me through the rough patches of this story, and guiding me through this awesome undertaking. Thanks also to all the staff at Skybound and Image for their support and hard work in making this book as good as it could be. Also, a huge thanks to my colorist, Mike Spicer, who has elevated the book beyond anything I could have imagined, and Rus Wooton, for his incredible letters. And thanks to Rachel, my wife, who's been there every step of the way, supporting me, listening to me, and loving me unconditionally. She is half the reason EXTREMITY exists.

Daniel Warren Johnson

Please send letters to extremity@skybound.com



THE RISING PLAINS
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THE HAND of PAZNINA
EDOM CASTLE
THE SEEING EYE
AMITIA CITY
THE BLACK CANYON
THE GREAT BASIN
CIRCLE OF MORTA
FOOL'S LOOKOUT
DEVIL'S BOWL
OLD TOWN
THE FROZEN WOOD
CLAWS OF ANGDORN
HOUSE OF DAG
THE MOUNTAIN ESSENE
EDMUND'S PASS
THE JEZRA MOUNTAINS
TEAR OF OLD
THE WISPY RUINS
THE TOWER OF ENDLESS LIGHT
ASMUND'S GARRISON
THE ISLE OF ROTO
THE ARCHED ISLAND
THE ANCIENT DARK
THE FORGOTTEN CITIES
THE PEAKS OF NAREESE

Blood Runs Deep

REDNECK™

Donny CATES Lisandro ESTHERREN Dee CUNNIFFE

APRIL 2017

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